MSX I & II :

During the game, you are controlling your car with a joystick or one of the arrow keys.

UP ----------- Accelerate
DOWN ----- Brake
LEFT ------- Left
RIGHT --- Right

Game rules :

You are racing in the world's craziest race : The American Cross Country Prestige Cars Race. This race is over three tracks throughout the United States: Arizona, Florida and the N.A.S.A.

If you are able to complete the race before the time runs out, you will get a faster car. You start with a PORSCHE 911 Turbo Better than average drivers will receive a LAMBORGHINI Countach, and only the world's best drivers may drive a FERRARI GTO.

(on the AMSTRAD, there's only one challenge : NEW YORK)

While racing, be careful not to collide with the other cars, each collision will slow your car down and you will lose time. Once you have passed a car, be careful to maintain your speed, do not allow the others cars behind you to catch-up and collide with you, this again will cause you to lose valuable time.

CRAZY CARS was designed to be as realistic as possible, therefore you must be careful to not lose control of your car especially when you are jumping or cornering.

If you go off the track, your speed will decrease rapidly and your chances of beating the clock will be greatly reduced. Hitting bumps at high speeds will cause your car to fly through the air, but this can be used to pass a car.

To complete a stage, you have to pass the finish line before the time reaches zero.

PREPARE TO START, READY ?

GO ! ! !

TITUS

norvier vincennes
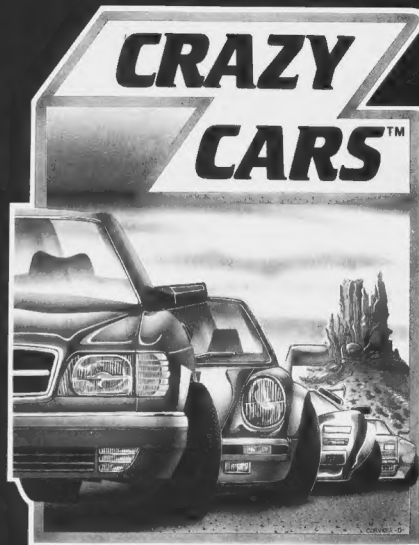
CRAZY CARS
BY
TITUS

1 - Computer Loading Instruction :
CBM 64/128 Disk

On Commodore 128, type : GO64, then :
LOAD"*", 8,1

On Commodore 64 and SX64, turn on your floppy disk drive, then your monitor, verify that there's no cartridge plugged into your computer. Turn on your computer and insert the CRAZY CARS disk into your floppy disk drive and type: LOAD"*", 8, 1.

CBM 64/128 Cassette.

On Commodore 128, type : GO64, then press SHIFT and RUN/STOP keys together.

On Commodore 64 and SX64, turn on your screen, verify that there's no cartridge plugged into your computer. Turn on your computer, insert the CRAZY CARS cassette in your recorder and press SHIFT and RUN/STOP keys together.

Spectrum Cassette.

Type LOAD"*" and press ENTER key. Press PLAY on your recorder.

Spectrum + 2 Cassette.

Turn on your monitor and your computer. Insert your CRAZY CARS cassette in your recorder and press ENTER key.

Spectrum + 3 Disk.

Turn on your monitor and your computer. Insert your CRAZY CARS disk in your floppy disk drive and press ENTER key.

Amstrad CPC Cassette.

Turn on your computer and press CTRL and SMALL ENTER keys. Press PLAY on the cassette recorder.

Amstrad CPC Disk.

Turn on your computer, insert your CRAZY CARS disk in your floppy disk drive and type RUN"CRAZY" and press ENTER.

MSX I & II Cartridge

Verify that your computer in turned off, then plug your CRAZY CARS Cartridge into the cartridge slot. Turn on your screen and then your computer.

Warning :

The CRAZY CARS disk (Commodore 64/128) must not be write protected.

2 - Controls :
Commodore 64/128 :

F3 key switch the sound on/off
F7 key hold/pause the game

During the game, you are controlling your car with a joystick or one of following keys : A, Z, < and >

A ---- UP ----------- Accelerate
Z ----- DOWN ----- Brake
< ----- LEFT ------- Left
> ----- RIGHT ---- Right

Spectrum :

P key hold/pause the game

During the game, you are controlling your car with a joystick or one of following keys : Q, A, Z and X

Q ----- UP -----------Accelerate
A ----- DOWN ----- Brake
Z ----- LEFT ------- Left
X ----- RIGHT ---- Right

Amstrad CPC :

ESC key hold/pause the game

During the game, you are controlling your car with a joystick or one of the arrow keys.

UP ----------- Accelerate
DOWN ----- Brake
LEFT ------- Left
RIGHT ---- Right